Assignment No.4

Panisha Gundelli

Download latex-tikz codes from

https://github.com/Panisha707/ASSIGNMENT04/blob/main/main.tex

Download python codes from

https://github.com/Panisha707/ASSIGNMENT04/blob/main/untitled24.py

Question taken from

linear_form, exercises 2.3,i,j

1 Question No 1

Draw the graphs of the following equations

$$a) \begin{pmatrix} 1 & 1 \end{pmatrix} \mathbf{x} = 0 \tag{1.0.1}$$

$$b)(1 -1)\mathbf{x} = -2$$
 (1.0.2)

2 Solution

a)let
$$\mathbf{x} = \begin{pmatrix} a \\ 0 \end{pmatrix}$$

$$\begin{pmatrix} 1 & 1 \end{pmatrix} \begin{pmatrix} a \\ 0 \end{pmatrix} = 0 \tag{2.0.1}$$

$$\implies a = 0 \tag{2.0.2}$$

similarly let $\mathbf{x} = \begin{pmatrix} 0 \\ b \end{pmatrix}$

$$(3 -1)\begin{pmatrix} 0 \\ b \end{pmatrix} = 0$$
 (2.0.3)

$$\implies b = 0 \tag{2.0.4}$$

$$\mathbf{P} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \tag{2.0.5}$$

For point **Q**, let $\mathbf{x} = \begin{pmatrix} x \\ y \end{pmatrix}$

$$(3 -1)\begin{pmatrix} x \\ y \end{pmatrix} = 0$$
 (2.0.6)

$$\implies x = 2 \tag{2.0.7}$$

$$\implies y = 6 \tag{2.0.8}$$

intercept on X and Y axis can be written as

$$\mathbf{P} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}, \mathbf{Q} = \begin{pmatrix} 2 \\ 6 \end{pmatrix} \tag{2.0.9}$$

b) let
$$\mathbf{x} = \begin{pmatrix} a \\ 0 \end{pmatrix}$$

$$(1 -1)\binom{a}{0} = -2$$
 (2.0.10)

$$\implies a = -2 \tag{2.0.11}$$

similarly let $\mathbf{x} = \begin{pmatrix} 0 \\ b \end{pmatrix}$

$$(1 -1)\binom{0}{b} = -2$$
 (2.0.12)

$$\implies b = 2 \tag{2.0.13}$$

intercept on X and Y axis can be written as

$$\mathbf{A} = \begin{pmatrix} -2\\0 \end{pmatrix}, \mathbf{B} = \begin{pmatrix} 0\\2 \end{pmatrix} \tag{2.0.14}$$

Graphs of the equations (a) and (b) are constructed by using python as

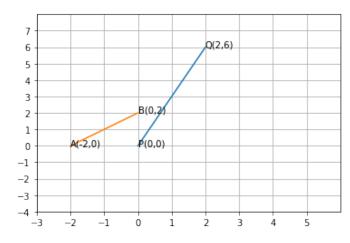


Fig. 2.1: Graphs of Equations (a) and (b)